

**Listing of Claims:**

1. (Previously Presented) A method for use by a client host in providing a networked application with a server host, comprising:

    using a command pattern to encapsulate instructions and first data into a command object; and

    providing the command object to the server host;

    wherein the server host executes the instructions in the command object to provide second data, based on the first data, in the command object, and returns the command object with the second data to the client host, and

    wherein said command pattern is applied in a graphical user interface and the server host executes the instructions in the command object without knowledge of the first data and the purpose of the command.

2. (Previously Presented) The method of claim 1, wherein:

    the second data provides a reference to a resource.

3. (Previously Presented) The method of claim 2, wherein:

    the resource comprises a database.

4. (Original) The method of claim 1, wherein:

    the command object is a single object.

5. (Original) The method of claim 1, further comprising:

    interpreting the second data in the returned command object.

6. (Original) The method of claim 1, wherein:

    the instructions include instructions for processing the first data to obtain the second data.

7. (Previously Presented) A program storage device tangibly embodying a program of instructions executable by a machine to perform a method for use by a client host in providing a networked application with a server host, the method comprising:

using a command pattern to encapsulate instructions and first data into a command object; and

providing the command object to the server host;

wherein the server host executes the instructions in the command object to provide second data, based on the first data, in the command object, and returns the command object with the second data to the client host, and

wherein said command pattern is applied in a graphical user interface and the server host executes the instructions in the command object without knowledge of the first data and the purpose of the command.

8. (Previously Presented) The program storage device of claim 7, wherein:  
the second data provides a reference to a resource.

9. (Original) The program storage device of claim 8, wherein:  
the resource comprises a database.

10. (Original) The program storage device of claim 7, wherein:  
the command object is a single object.

11. (Original) The program storage device of claim 7, wherein the method further comprises:

interpreting the second data in the returned command object.

12. (Original) The program storage device of claim 7, wherein:  
the instructions include instructions for processing the first data to obtain the second data.

13. (Previously Presented) A method for use by a server host in providing a networked application with a client host, comprising:

receiving a command object from the client host;  
wherein a command pattern is used by the client host to encapsulate instructions and first data into the command object;  
executing the instructions in the command object to provide second data, based on the first data, in the command object; and  
returning the command object with the second data to the client host, and  
wherein said command pattern is applied in a graphical user interface and the server host executes the instructions in the command object without knowledge of the first data and the purpose of the command.

14. (Previously Presented) The method of claim 13, wherein:

the second data provides a reference to a resource.

15. (Original) The method of claim 14, wherein:

the resource comprises a database.

16. (Original) The method of claim 13, wherein:

the command object is a single object.

17. (Original) The method of claim 13, wherein:

the client host interprets the second data in the returned command object.

18. (Original) The method of claim 13, wherein:

the instructions include instructions for processing the first data to obtain the second data.